



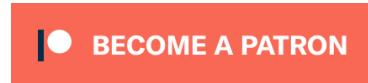
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HOME GUARD INSTRUCTION, No. 51

BATTLECRAFT AND BATTLE DRILL FOR THE HOME GUARD

PART III

PATROLLING

(For issue down to Section Commanders—two copies for each Section.)

(Note.—Scale of issue of Part II—2 copies per Section Commander.)

**WHERE THIS INSTRUCTION IS AT VARIANCE WITH
PREVIOUS HOME GUARD INSTRUCTIONS THIS
INSTRUCTION WILL BE ADHERED TO.**

*Prepared under the Direction of the
Commander-in-Chief, Home Forces.*

G.H.Q., HOME FORCES,
January, 1943.

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LEGEND FOR DIAGRAMS.

- PLATOON COMMANDER.
- PLATOON SERGEANT.
- ⊗ SQUAD COMMANDER.
- 2 1/2 SQUAD.
- RIFLEMAN OR BOMBER.
- R RIFLEMAN.
- B BOMBER.
- RUNNER.
- BAR GROUP.
- ↑ INDICATES DIRECTION OF OBSERVATION.
- ↑ REPRESENTS MOVE TO SUBSEQUENT POSITIONS.

INTRODUCTION.

The Home Guard fights to hold a network of isolated localities spread over the whole country. Thus, its main body impedes and breaks the cohesion of the invader's armies. *Small patrols seize every opportunity to sally forth from these localities*, relying on their battle-craft and local knowledge to observe and report his movements and to hunt him down and kill him. *So, skilled patrol actions of every variety give aggressive force to Home Guard tactics.*

All these independent actions by small bodies of Home Guard can be classed under the term patrols. The task given to the patrol decides which variation in method to use.

The object of Part III of this Instruction is to set out the tactical principles common to all forms of patrolling, and the methods of applying them to each special type of patrol task.

A good patrol shows a high standard of skill in the soldier's basic fighting subjects—*battlecraft, weapon training, battle discipline and physical and mental fitness*. It thrives on good leadership and teamwork. Patrols operate both by day and by night and must be equally good in either. *They must use to the full their advantage of knowing the local area.* They should and MUST know the best covered approaches and the obstacles such as rivers, thick fences, walls and buildings which they will have to negotiate.

The organization of battle platoons and squads in Part I of this Instruction will be the basis for all patrols. Part I also gives the essentials of battlecraft and battle discipline, which must be fully mastered if patrols are to carry out their tasks with the best results and least number of casualties. Study this pamphlet, organize your patrols, and train them to apply it practically.

MAKE ALL TRAINING IN PATROLLING REALISTIC.
HAVE THE ENEMY REPRESENTED, SEE THAT PROPER ORDERS ARE GIVEN AND THAT PERSONNEL ARE PROPERLY PREPARED BEFORE ANY PATROL SETS OUT.

CHAPTER I.

GENERAL CHARACTERISTICS.

Sec. 1. Types of patrols.

Patrols are of four types, any of which may be used either by day or night :—

Reconnoitring patrol.

Fighting patrol.

Standing patrol.

Mobile patrol in transport.

The method of carrying out these patrols is discussed in the following sections.

Sec. 2. Orders to a patrol commander.

The success of the patrol will depend on whether its commander understands clearly his object. The responsibility for this rests, not only on the officer ordering the patrol, but also on the patrol commander, who by asking questions must clarify any points on which he may be doubtful before setting out. The patrol commander must be certain of the following points before he starts. The officer ordering the patrol will give the information as clear precise orders in the following sequence :—

i. Information.

(a) What is known of the enemy in the vicinity in which the patrol will be operating. *Include only absolutely essential information useful to the patrol commander.*

(b) The position of forward detachments of our own troops and what other patrols, if any, will be out and what routes they will be following.

ii. Intention.

(a) *The object of the patrol.* This will vary with the type of patrol. In the case of a reconnoitring patrol orders will take the form of one or more straightforward questions which the patrol is to answer, e.g., Is a certain hill, wood or house occupied by the enemy? If so, by how many? What preparations have they made? Remember, a straightforward question will produce a definite answer. Too many questions should not be asked of one patrol.

iii. Method.

(a) When the patrol is to set out and by what time it is to return. Unless information is required urgently patrols must be given plenty of time to carry out their task.

(b) The routes it is to follow both going out and coming back
These should, where possible, differ.

The commander ordering the patrol must not tie the patrol commander down too rigidly on this. Much of the route will depend upon circumstances of ground and enemy dispositions which cannot be foreseen.

The patrol commander must, however, be told the routes out of and into his own area to avoid accidents.

iv. *Intercommunication.* How the patrol is to be recognized by its own troops on returning, i.e., password, if any, and any other signals. This applies to localities in depth as well as those in forward positions.

How and where to report, whether the patrol commander is responsible for informing our own troops in the vicinity that the patrol is going out, its route and time of return, or whether the officer ordering the patrol has done so.

v. *Administration.* What ammunition or special weapons are to be taken, arrangements for wounded, whether men are to feed before or after the patrol, and any other such details.

Sec. 3. Responsibilities of patrol commander before starting.

1. As soon as he clearly understands the objects of the patrol and other points mentioned above, *the patrol commander must study the ground and make a plan for carrying out his task.* Remember that the enemy is cunning and active and will himself be patrolling. He is not a tethered goat.

The patrol commander should note particularly likely observation points, covered routes, suitable bounds, landmarks which will show up by day and night both on the inward as well as outward move if he is to be out after dark; obstacles and places at which his patrol might be ambushed. *In all this the knowledge of the ground acquired during training will be extremely useful and will considerably reduce the time necessary for reconnaissance.* The patrol commander should know the general bearing on which he will be going out and coming back. This can be done from the stars or other methods described in Part I, Sec 16, para. 4, of this Instruction.

2. He must put the whole patrol into the picture, and in any case the second-in-command of the patrol should be with him during his reconnaissance so that the plan can be fully explained before the patrol sets out. *Every man must know the object of the patrol and should, if possible, have seen the ground. All men must be able to take command if necessary so that in the event of casualties the patrol will be able to complete its task.* If men are in the picture before they start there will be no need for talking and noise during the patrol.

Sec. 4. Equipment.

1. All patrols should go out as lightly equipped as possible, compatible with the task they have to perform.

Frequently only close range weapons, e.g. Stens, shotguns, grenades and bayonets will be carried.

L.M.Gs. are of little use at night.

At least one pair of wire cutters should be taken by each squad.

Nothing bright must be worn and men must carry out personal concealment.

If ammunition is carried in the pocket it must not be allowed to rattle.

All equipment carried must be tested to avoid rattling, and men with coughs or colds must be left behind.

Steel helmets offer little additional protection at night and are likely to cause noise. They should, therefore, not be worn by patrols operating at night. Rubber soled shoes or boots with hessian covers should be worn. (See Appendix A.)

The essence of patrolling is secrecy and surprise and for this end silence is golden, especially at night.

2. No orders or maps will be taken, so that if the patrol is surprised and suffers casualties the enemy will get the least possible information. All papers, money, keys, etc., which would give away information or make a noise must be collected by a responsible officer or N.C.O., labelled with the man's name and left at platoon headquarters.

Sec. 5. Information—what is required ?

1. Military plans are based upon the best information available to a commander at the time. This fact holds good at all levels both in the Field Force and in the Home Guard. On the information the Home Guard send in may depend the whole plan for the use of reserves, and in this respect any unit of the Field Force entering the area will rely very largely upon Home Guard units. To be of use this information must reach headquarters in time for action to be taken. As the main source of information is from troops in contact with the enemy the method of passing back information must be quick and accurate. *One of the main methods of obtaining this information is by patrols, whether they be reconnoitring patrols, fighting patrols or standing patrols.*

2. Information will include as much useful detail as can be reported in the time that the situation permits. The following points will be included wherever possible :—

i. Six figure map reference or other clear indication of where and when the enemy was located.

- ii. Whether the enemy are infantry, artillery or armoured units, etc.
- iii. Their approximate strength.
- iv. What they are doing.
- v. If on the move, by what route, in what direction and how they are moving and possible objective.
- vi. Any special information about the enemy, e.g., shelling or air activity.
- vii. The patrol's position and the action being taken against the enemy.

3. Similar information about our own troops should also be reported, e.g. movements of convoys and of units and sub-units of the Field Force. *Security must not be compromised by such information falling into enemy hands.* Written messages carried by orderlies are liable to capture. Whenever possible personal reports of such information should be made. *Telephone lines are easily tapped, so don't mention our units by name on the telephone more than is necessary.*

4. *Everybody must be on the lookout for information* and anything which might be of interest should be reported to the next senior headquarters, officer, or N.C.O. It is often small and apparently trivial details which supply the missing piece in the puzzle. Negative information, though not as valuable as positive, is however of great use. Because nothing is seen it does not mean that no report need be sent back. *The essence of all information is accuracy; hearsay evidence should be reported as such and all information sifted for accuracy.*

CHAPTER II.

SCOUTS.

Sec. 6. The work of scouts.

1. **General.** *A commander is at all times responsible for his own protection.* When stationary this is done by all-round fields of fire and by sentries. When on the move it is done by all-round observation, which is obtained by moving in the best formation and by scouts. When two or more squads are moving together the duties of scouts will usually be carried out by a scout squad. When one squad or less is moving on its own the work of scouts will be carried out by individuals detailed for the purpose.

Three or four men, however, will often be able to move quietly and unseen without the use of scouts.

Scouts must not be regarded as specialists whose duties can only be carried out by the selected few. All men who have a mobile offensive role must be so trained that they are able to perform these duties.

2. Object. Scouts, whether individuals or a squad, are the eyes of those who follow. Their tasks are to guard the main body from surprise, prevent their running into enemy minefields or wire obstacles and to reconnoitre the route. If the enemy is located scouts must pinpoint his positions and, if possible, locate his flanks. They must try to give the patrol commander the information necessary for him either to give orders for an attack or to find a way round.

3. The object of a scout squad and of individual scouts is to see without being seen. They must not, therefore, use their weapons unless ordered to do so except in self-defence or in the defence of others. The enemy may allow the scouts to pass without firing in order to catch the patrol which they know will be following. Scouts must, therefore, be able to search ground rapidly and thoroughly by knowing instinctively from their local knowledge of the ground which positions are likely to be occupied.

4. Having scouts ahead in no way exonerates the squad commander from his responsibilities for the moves and safety of his squad nor the members of the squad from being alert and watchful and from making full use of battlecraft. Remember always that the enemy may let the scouts pass through and that you may be their first target, so move carefully and use all available cover.

Sec. 7. How the scout squad works.

1. A scout squad will move in the formation best suited to the ground. This will vary as the type of cover varies. The scout squad must be sufficiently far ahead of the main body to avoid the latter coming under the same fire as itself, but it must remain close enough for control. In close or difficult country the scout squad will move by bounds. At each bound control can be regained by the patrol commander.

When the enemy are encountered the scout squad must locate his exact position. This can be done by careful observation, by raising a steel helmet on a rifle or stick to draw enemy fire, by one or two men being ordered to return the fire (again with the object of drawing the enemy fire) or, if necessary, by one or two men exposing themselves slightly to draw fire.

Should the scout squad be held up it will become the fire squad. Subsequent action is described in the appropriate battle drill in Part II of this Instruction.

In certain circumstances the scout squad may employ individual scouts itself though this will usually be necessary only for short periods. The scout squad is better able to search ground and locate the enemy than individual men, but it is also harder to conceal. *The battlecraft of members of scout squads must, therefore, be of the highest standard.*

2. Bounds. Bounds selected should be points which give a good view ahead, are suitable for signalling back and offer sufficient cover for the patrol. The distance that scouts work ahead depends on the ground—a short distance in open country is useless unless they can see more than the commander. Patrol commanders must keep strict control over the movements of their scouts. Should they wish to give fresh orders *they must signal the scouts to halt and then move up to them. Scouts should not be recalled.* It is also the duty of the scouts to keep touch with the patrol and not get too far ahead.

Sec. 8. Individual scouts.

1. Individual scouts will be used when a single squad or less is moving by itself. *Scouts will always work in pairs.*

Scouts working in pairs will move forward by bounds from one covered view-point to another. When the first bound has been selected one of the pair chooses his route and moves forward as rapidly as possible, making full use of cover, whilst the second scout remains in observation. When the first scout reaches his bound he signals the other one forward. While the second scout is moving up the first scout decides upon his next bound. He tells this to the second scout and the process is repeated. The reasons for this method are :—

- i. The second scout watches the advance of the leading scout and can help him to withdraw if cut off by the enemy.
- ii. If the leading scout gets into difficulty the second scout can inform the squad commander in time for the latter to take suitable action with the remainder of the patrol.

CHAPTER III.

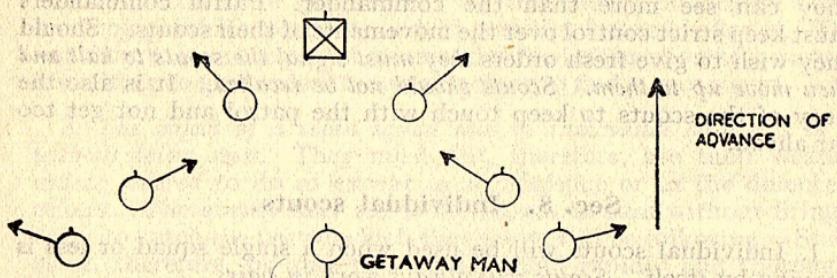
METHODS OF CARRYING OUT PATROLS.

Sec. 9. Reconnoitring patrols.

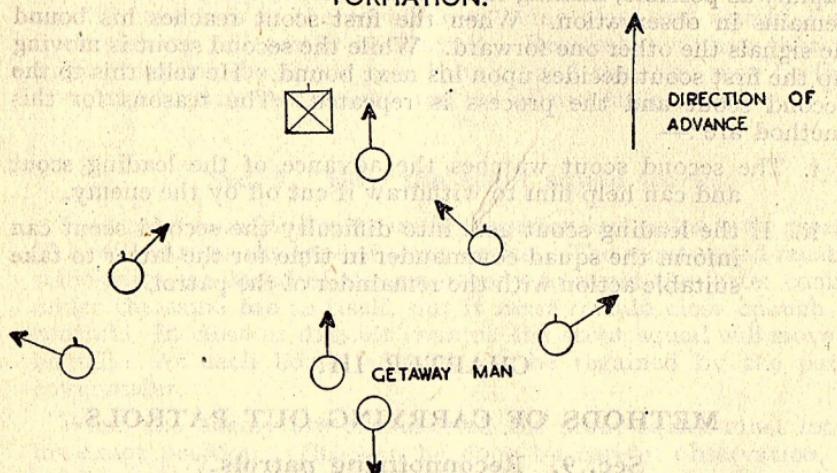
1. Object. The object of these patrols is to gain information about the enemy and get back to H.Q. without being seen or heard by him. *They should NEVER fight unless they are forced to do so in self-defence* or to get through with the information. If they encounter an enemy patrol or locality they should obtain as much information as possible, by-pass the enemy; or lie doggo, till he has passed; then carry on with their task. Information can often best be obtained by keeping a place under close observation by day or by listening at night rather than by frequent moves in an endeavour to get nearer. *Should it be necessary to approach closer, two men advancing carefully and covered by the remainder are less likely to be noticed than the whole squad.*

DIAGRAM I.

SQUAD ON NIGHT PATROL—OPEN COUNTRY, TWO ALTERNATIVES.



SQUAD ON NIGHT PATROL—OPEN COUNTRY, ALTERNATIVE FORMATION.



The following are some of the uses of reconnoitring patrols :—

- i. To keep touch with the enemy and give early information which may disclose his movements or his plans.
- ii. To maintain touch with neighbouring defended localities.
- iii. To gain information on receipt of which a fighting patrol can be sent out to destroy the enemy.
- iv. To discover before dawn whether the enemy has moved towards the position during the night.
- v. To secure the position from surprise by day or night from front, flanks or rear.

2. Strength. As the patrol must see without being seen it should be as small as possible to achieve its object. Remember, "dead men tell no tales," and likewise can give no information. Two or three men who are really able scouts well trained in battlecraft may be sufficient. It will, however, often be necessary to increase this number for self-protection, especially if the patrol is going far afield, is likely to encounter enemy, or is to be out for a long period. Reconnoitring patrols will, however, seldom be more than a squad. Whatever their size a commander must always be nominated and men should know who takes over in the event of casualties.

3. Formation. The formation adopted will depend on the conflicting demands of :—

- i. The size of the patrol.
- ii. Concealment and ground.
- iii. Control.
- iv. The object of the patrol and what is known of the enemy.

The patrol will be kept as compact as possible. By day it will move by bounds behind scouts. The more it is dispersed the harder it is to control. To guard against surprise all-round observation is required which may demand dispersion. The patrol commander must decide what formation to adopt and must be prepared to adapt it to suit varying conditions during any patrol. Each man must know his task.

One or two men must be detailed as "get-away men." They will move in rear of, but in constant touch with the patrol. These men not only protect the rear but must get back with information should the patrol run into an ambush. For this purpose they should keep the patrol in view but always be able to make good their escape. Two men should be used at night and should move near the patrol commander but be prepared to get away as soon as ordered.

Various formations for patrol movement are given in Diagrams 1 to 4, but they are only examples and not hard and fast rules.

Home Guard will only have to patrol in their own area. Use these examples as a basis. By constant practice and experiment work out the ideal numbers and formation for every yard of the ground for which the unit will be responsible in battle.

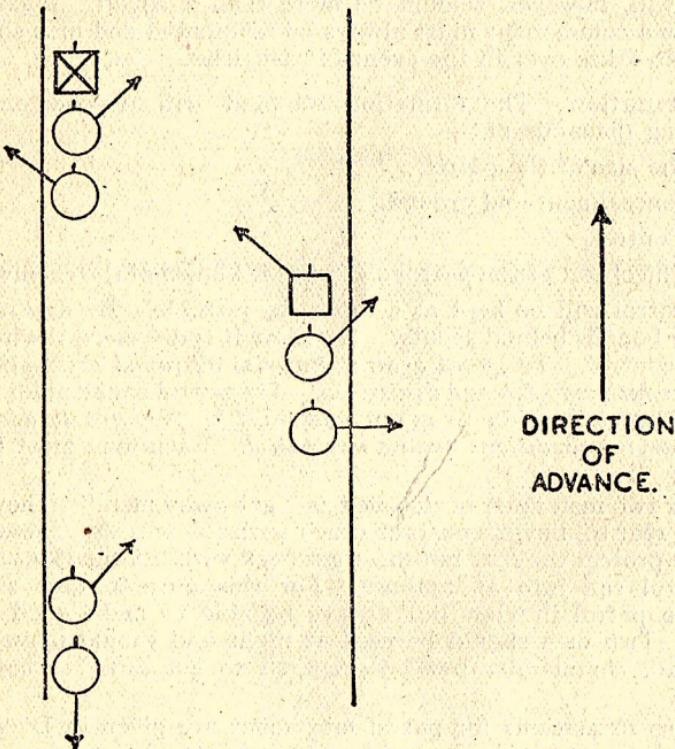
If risks must be taken, take them early.

4. Sending back information. The patrol commander must decide from his orders what information should be sent back immediately and what can wait till later. If all enemy activity which is encountered is reported immediately the commander may find himself without a patrol before his task is completed. Remember, every man sent back is a man lost to the patrol, but that information which is not received in time for action by headquarters is useless.

The balance between these two must be decided by the patrol commander on the spot. Remember that practically always the information required in the original orders to the patrol remains the most important. All other information gleaned is secondary.

DIAGRAM 2:

SQUAD ON NIGHT PATROL—MOVING UP A COUNTRY ROAD,



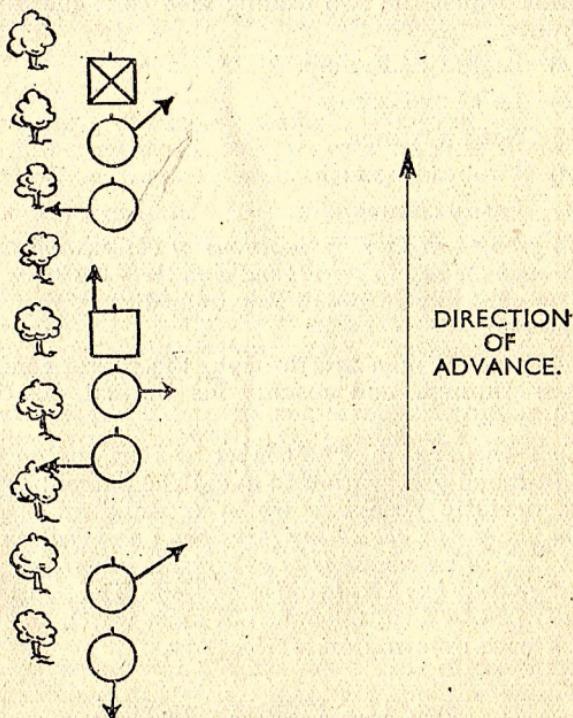
5. **The return of the patrol.** This will still be carried out by bounds and the same use of individual and collective battlecraft is necessary every step and every second since the patrol is as likely to bump into enemy on the way back as on the way out. Instead of moving with scouts ahead the patrol commander will select a suitable fire position on the line of return to which part of the patrol will move covered by the remainder. When this position is reached, the first party will be prepared to cover the withdrawal of the other. Such positions should have a good field of fire within the effective range of the weapons carried and a covered line of withdrawal. If a squad is carrying out a patrol it might well be divided into the rifle and B.A.R. groups for this purpose whether or not the L.M.G. has been taken out. (See Part II, Sec. 5, of this Instruction.)

When the patrol is approaching its own positions it will be covered by its own defended posts who will know of and be looking out for its return. For this reason the final stage of the withdrawal must be planned so as not to mask the fire of the defenders.

6. Reconnoitring patrol by night. *It is best not to move by bounds owing to the difficulty of control. The patrol should move at a steady pace in absolute silence with frequent halts to make certain of the route and individual contact, and listen for the enemy. The pace should be slow, as any tendency to hurry will lead to noise. Remember, it is the rear men who will have to hurry to keep up. The best weapons for night patrols are short range ones, such*

DIAGRAM 3:

SQUAD ON NIGHT PATROL—MOVING UP A HEDGE OR WOODSIDE.



weapons as bayonets, Stens and shot guns can be used with great effect. Distances between men depend upon the darkness of the night and the type of country. Methods of keeping touch are given in Part I, Sec. 16. *Night patrols should usually be commanded by an officer.*

When moving at night each patrol must have a definite person detailed to guide and be responsible for direction finding.

Sec. 10. Drill for crossing an obstacle.

1. Obstacles are likely to be covered by enemy fire, therefore battlecraft is of particular importance when crossing them. Some simple drill is necessary for crossing obstacles at night if control and silence are to be maintained. *Every man must know the drill.* Below is given one such drill for passing a wire obstacle which can be adapted to suit other types of obstacles.

- i. On meeting the obstacle, the two leading men stop and continue to observe. The patrol commander will then move up to each leading man in turn who will hold the wire whilst the patrol commander cuts it.
- ii. When the gap is cleared the patrol commander will control the move of the remainder through the gap in the following order whilst the two leading men continue to watch their fronts.
 - (a) Right hand group.
 - (b) Left hand group.
 - (c) Get-away men.
 - (d) Two leading men.
 - (e) Patrol commander.
- iii. *Each group will take up positions of observation when they are through the gap to correspond with their positions on the move.* The get-away men will stop immediately they are through the gap.
- iv. As soon as all men are through, the patrol commander will pass through and resume his normal position for the advance.
2. All men whenever they halt must be alert and on the look-out to ensure all-round observation to avoid the patrol being surprised. This is particularly necessary whilst crossing an obstacle. *If a surprise encounter with the enemy takes place and evasion is obviously not possible, the safest course is to go straight in with the bayonet and butt before the enemy has time to collect himself.* The two get-away men must not get involved in this fight but must watch and be prepared to get back with information if necessary.

Sec. 11. Fighting patrols.

1. **Object and composition.** *Since this type of patrol will act offensively, it will usually be commanded by an officer and should consist of a battle platoon.* It must be strong enough to deal with any enemy patrols encountered, to attack isolated posts, or to infiltrate between them and capture and bring back prisoners when ordered to do so. Also, if possible, be able to bring back any wounded members of the patrol unable to walk.

The orders required by the patrol commander are, in all essentials, similar to those for a reconnoitring patrol. Tasks for these patrols will include :—

- i. To get information of any kind that can only be obtained by fighting.
- ii. To counter enemy patrolling between or in front of our localities.
- iii. To discover and destroy enemy near our defended posts or vital points in ground not under observation by our own troops.
- iv. To secure identifications or prisoners.
- v. To cover demolition or other such parties during their work.
- vi. To harass the enemy. This will often be as the result of information brought in by reconnoitring patrols.
- vii. Tank hunting. (This will be dealt with in Part V of this Instruction.)
- viii. To destroy a party of enemy holding a vital post, e.g., house or small hill from which they may be causing trouble to our positions by fire or by observation.

2. Weapons and Equipment. *By day the normal weapons of the squad should be taken. By night L.M.Gs. are of little value and are best left behind*, since, as for reconnoitring patrols, it is the close range weapons which are most effective. The same precautions against noise, the same avoidance of unnecessary equipment and the same need for security to avoid giving information to the enemy exist for this as for all other types of patrols.

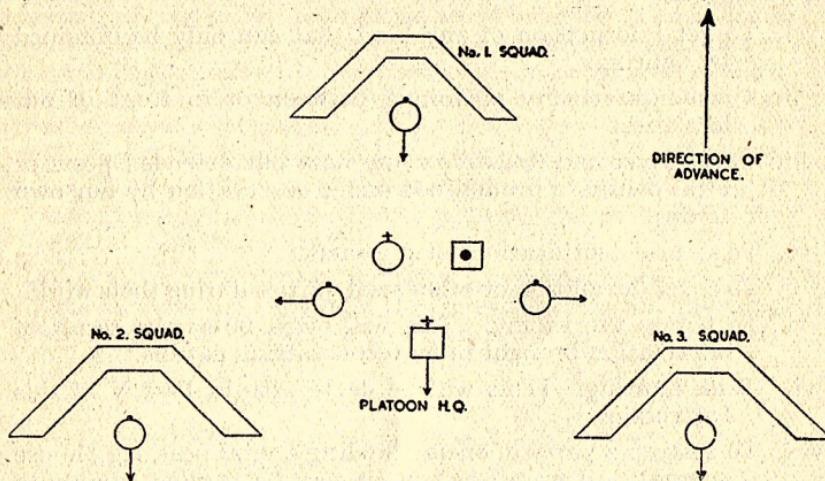
3. Method of advance. The patrol commander having received his orders and being sure he understands them must make similar careful preparations to those laid down for a reconnoitring patrol. *He must also ensure that at least the N.C.Os. accompanying him are fully in the picture as it will seldom be possible for every man to accompany him on his reconnaissance. The N.C.Os. are responsible for passing the information to their men.* The patrol will move in the formation most suited to the ground. *If risks must be taken, take them early.*

There must always be all-round protection. This is particularly important when the patrol halts; all men will then lie down and face outwards. At least one man must be detailed to watch the rear.

If a line of advance is wide enough for one man it will be wide enough for the advance of the squad, and often the battle platoon, provided battlecraft is good. However well planned the enemy dispositions may be there will usually be dead ground which gives cover from view to well-trained men. Such an advance will necessarily be slow, speed depending on the amount of cover available.

DIAGRAM 4.

BATTLE PLATOON ON NIGHT PATROL—OPEN COUNTRY.



- (1) Squads will move in formation best suited to ground.
- (2) Distances between squads will depend upon darkness of night and upon ground.
- (3) Platoon H.Q. responsible for protection to rear when halted.

The patrol will usually employ a scout squad.

If the object of a fighting patrol is to gain information get-away men will be detailed as for a reconnoitring patrol. These should move near the patrol commander.

Enemy positions should not be approached by the most obvious routes as these are sure to be covered. It therefore follows that such positions should be approached from a flank or rear and the normal battle drill for a flanking attack is the best method of carrying out such a move. (See Part II of this Instruction.)

When an enemy patrol is encountered, the patrol which obtains surprise and seizes the initiative has the advantage. Good battlecraft, battle drill and an intimate knowledge of the district are essential to success.

4. Control. In order to facilitate control all men must know the ordinary field signals laid down in Infantry Section Leading. In addition, a pre-arranged signal for "Squad commanders come here," and sound signals for use at night should be arranged by units now.

Sec. 12. Standing patrols.

1. Object, composition and tasks. Standing patrols are sent out to watch approaches which the enemy may use such as fords, bridges or likely assembly positions not watched by the main defended localities. They may be ordered to occupy prominent tactical features which cannot permanently be held but which the enemy must capture before an attack on the main position. *The tasks of a standing patrol may be either to delay the enemy or merely to give warning of his approach, and this point must be very clearly understood by the patrol commander and by every member of the patrol.* The strengths of such patrols will depend on the task, the ground they are to occupy, and the strength which can be spared from the main position. They may be up to a battle platoon and on completion of their task may be withdrawn into reserve. *This information should be included in their orders.*

2. Orders. The patrol commander will require to know the following facts before he starts, in addition to those mentioned in Sec. 9 :—

- i. *What he is to do when the enemy advances*, i.e. whether to delay him or only to observe and report his movements.
- ii. How often and by what means he is to report back.
- iii. Any signals he is to give to show that he has seen the enemy or that the patrol is about to withdraw.

It is equally important that all men should know and understand the task in order that they will not be "looking over their shoulder" all the time. They will only carry out the task successfully if they know what is expected of them and have confidence in their commander.

Methods of signalling will be clearly laid down and will depend on what is available. Line is safe, visual should only be backwards, and runners must beware of disclosing the position of the patrol. No. 18 or 38 wireless sets, if available, are excellent. Carrier pigeons may be used but if released frequently from the same area they will be seen by the enemy and will betray the location of the patrol. Visual and runners will be the more usual.

3. Movement. *The patrol must make every effort to reach its position unobserved.* It will be entirely responsible for its own safety at all times and must, therefore, organize all-round protection and observation both during the move as well as when in position. *The move forward should be carried out on the lines laid down for a reconnoitring patrol as fighting prior to reaching the position should be avoided.*

4. Choice and organization of a position. In order to avoid being surprised the post should have a good field of observation in all directions; a covered line of withdrawal is necessary. The field of fire should be as nearly as possible the maximum laid down as ranges for Home Guard weapons, compatible with cover from view and cover from fire.

Concealment is of paramount importance at all times. Special attention must be paid to positions taken up by sentries, who will use to the full the aids of personal concealment, and to the concealment of weapon pits, etc. *Movement within the post should be reduced to a minimum and special attention paid to track discipline.* As standing patrols may be out for long periods, man-management and the organization of rosters and posting of sentries assume great importance. *All sentries must know their exact arcs of responsibility and whether and under what circumstances fire is to be opened.* Sentries must be close enough to the actual posts to ensure their being able to rouse the remainder in plenty of time. They will be doubled at night.

As soon as possible after arrival in the position, the patrol commander must reconnoitre and give preparatory orders for the withdrawal. All men must clearly understand their role and under what circumstances or when they are to withdraw, otherwise should the patrol commander become a casualty confusion will arise and the patrol is likely to withdraw before it is necessary. *The importance of men knowing under what circumstances they are to withdraw cannot be overstressed, otherwise confidence will fall.* The patrol must be prepared to fight its way out if necessary.

CHAPTER IV.

FIGHTING PATROL AGAINST AIRBORNE TROOPS.

Sec. 13. Characteristics of parachute troops.

All parachute troops landing within range of a Home Guard post must be engaged. Parachute troops offer an easy target as they land and easier still as they group round the weapon containers and later round their officers. *Both officers and containers are easily recognisable by their coloured parachutes.* Every effort must be made to destroy both officers and containers. Parachute troops are well-trained, well-armed, ruthless fighters, who once they have collected their arms are well-equipped. Immediately after landing they are just ordinary soldiers who suffer from the disadvantages that they are isolated and have few supporting arms, but the relief of having made a safe landing will raise their morale and they will very quickly become formidable adversaries. They can free themselves from their harness and collect their arms and ammunition in under five minutes. *Do not work on the assumption that they will linger near their dropping places.* Their main object will often be to lie hidden in order to carry out work such as sniping of small bodies of British troops, waylaying convoys, sabotage or fifth column work. The fact that an enemy is lying up shows that his intentions are not offensive at the moment but given a short time for re-organization and regrouping, his actions will become completely offensive and he will become a much harder problem to tackle.

Speed in dealing with them is therefore the keystone of success and not only speed of action but also speed in obtaining information of their landing and speed in planning counter-measures.

Sec. 14. Essential factors in dealing with parachute troops.

1. *Early information of their landing and a quick appreciation of the task on hand will enable the commander to give orders for the destruction of parachute troops before they can become fully organized.* The commander must :—

- i. Know where and at what time they dropped and how many there are.
- ii. Work out how long the enemy has had to collect himself and move off and how long it will take his own men to start.
- iii. Appreciate from his local knowledge what their objective is likely to be and how they will get there.
- iv. Decide on the force he can spare from his mobile reserve and whether to endeavour to round them up or to cut them off from their objective. Remember the object is always to destroy the enemy.

2. *In dealing with the parachute troops there can only be one speed—the fastest possible.* Speed early on will make all the difference between success and failure. In dealing with parachute troops always remember :—

- i. Parachute troops should be attacked with all available forces, however small, at the earliest possible moment, i.e., as soon as they leave the plane.
- ii. *Certain men should be detailed to undertake the destruction or capture of containers and of the officers.*
- iii. If the enemy cannot be destroyed immediately he should be prevented from getting supplies, either by being confined in a very small area or by being widely dispersed into small pockets.
- iv. By strict and careful concealment of your own positions you should be able to allow the parachute troops to land on top of your positions, for the closer to your locality they descend the quicker you will be able to destroy them. If your posts are obvious from the air they will land further afield.

3. When the parachute troops are encountered the appropriate battle drill should be employed. *Speed must not lead to the omission of a quick appreciation and a sound plan.*

Sec. 15. Drill for clearing a wood.

1. Small numbers of parachute troops are more than likely to lie up in small woods or isolated farms and it will largely be the duty of the Home Guard to locate and destroy such enemy pockets by means of fighting patrols. Speed combined with thoroughness are required for this task and not less than a battle platoon of three squads should be employed unless the cover is exceptionally thin and the parachute troops few in number. If the patrols have practised in all the likely woods in their area the unknown factors to be considered are reduced to the number of the enemy and his objective. *Practise clearing every likely wood NOW, and adapt the principles to their size and shape.*

2. Principles.

i. *Speed.* Get weapons on the ground to encircle the wood with fire immediately. This will tie the enemy up so that they cannot escape. B.A.R. groups from squads should be used for this.

ii. *Thoroughness.* Beaters must be sufficiently close together to ensure that no enemy are passed over. The distance will vary with the thickness of the wood from 5 yards to about 10 yards. Only in very thick woods will they need to be closer than five yards. This will often necessitate the wood being driven down its length and not across. Drive the enemy from thick cover to thin. Don't attempt to drive the wood if it is too large for you but seal it up by fire and ask for reinforcements. *It is no good skimping the job or you will lose men unnecessarily and not destroy the enemy.*

iii. *Killing ground.* Try to drive the enemy into a good killing ground which should be an open space where the B.A.R. groups will have the best opportunity of destroying him.

iv. *Reserve.* This is to destroy any enemy who attempts to escape and should be placed between him and his objective, and should be made as mobile as possible. The wood should be driven towards the mobile reserve.

In many cases some of these principles will be conflicting, but the factors must be weighed up in a quick appreciation and a compromise solution decided upon. *Remember, your object is the destruction of the enemy and not only the clearing of the wood.*

3. **Organization of battle platoon.** A battle platoon will be organized into the following groups for wood clearing. These are not hard and fast divisions but may be varied to suit the size of the wood.

- i. *Stops.* The B.A.R. groups of the battle platoon. Normally it will be necessary to reduce the B.A.R. group to two men. The squad second-in-command should only accompany the B.A.R. group if the nature of the task makes it necessary. In other cases he should form part of the support group.
- ii. *Beaters.* Found from squad commanders and Nos. 1 and 2 riflemen, accompanied by the platoon commander and his runner.
- iii. *Support groups.* Each support group consists of either second-in-command of the squad or No. 2 of B.A.R. group and No. 1 and 2 bombers. If the second-in-command is not with them, somebody must be put in charge.
- iv. *Mobile reserve.* Commanded by platoon serjeant or senior N.C.O., and will consist of remainder of platoon headquarters and such other men as can be spared if (ii) or (iii) above are reduced. It must be made as mobile as possible with transport. A Northover projector detachment may be added.

4. Drill for the platoon.

- i. The platoon commander, having decided on the direction of the drive, will detail personnel to the various groups. If numbers are short he should economize in the mobile reserve and *NOT with the beaters* or the support groups. If the work inside the wood is not well done, the enemy will not leave and the mobile reserve will have nothing to do.

The platoon commander must give a rendezvous for the platoon on completion of the task, to which all men will move on the success signal. A success signal, which can be either by flag, whistle or other appropriate means, but *which must be clear to all and must be acknowledged*, is essential to avoid your own men being shot by the B.A.R. groups. Such a signal is also necessary to notify to the stops and mobile reserve that the wood is being driven back.

- ii. *Stops.* The operation cannot start until the stops are in position. Speed is, therefore, important. Weapons must be sited to cover every inch of the flank allotted to them, particularly covered lines of withdrawal for the enemy. They must get into their positions unseen. Stops will have definite orders to kill anyone who shows himself outside the wood before the success signal is given. Stops must have sufficient ammunition to carry out their role. This will depend on the number of enemy who have landed.
- iii. *Beaters.* These will form up in an organized line facing the fringe of the wood. Each group of beaters will be under a N.C.O. who will be responsible for controlling them and for calling forward a support group if needed. The platoon

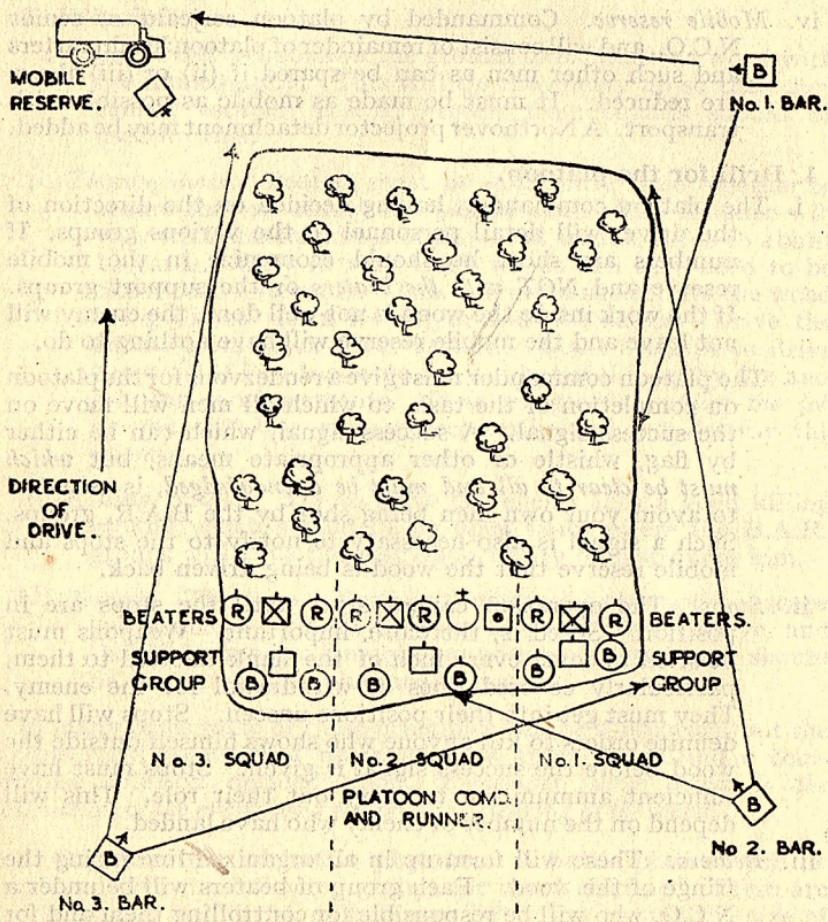
commander will move in the centre of the line and will control the operation. Men with rifles should fix bayonets. When the stops are in position the beaters will advance into the wood in line and must stretch from edge to edge.

Speed through the wood is not essential nor even desirable.

Movement will be by dodging from tree to tree and by probing and passing through all cover likely to conceal an enemy. *A good line MUST be maintained by the beaters.* Remember you must see the enemy before he sees you if you are to get your man.

DIAGRAM 5.

BATTLE PLATOON—CLEARING A WOOD.



All beaters observe to their front. Drive the wood right out but don't leave the wood before the success signal has been given. Move quietly and listen for orders. If all cannot hear the platoon commander's orders, these must be repeated down the line.

When any part of the line encounters the enemy the whole line will get down behind cover and be prepared to kill any enemy seen. If the beaters cannot deal with the enemy a support group will be called forward.

Remember, fire in a wood is of great importance but don't forget how much ammunition you have nor the difficulty of getting more.

iv. *Support groups.* Each group, if possible under the squad second-in-command, will keep behind that part of the line of beaters allotted to it and will move forward making full use of cover and watching the trees above the beaters' heads. When the beaters stop, support groups will be prepared, on being called, to move forward and destroy the enemy. For this purpose they must be prepared to observe instantly where the enemy is and to carry out a flanking movement against him. If possible, such flanking movements should aim at pushing the enemy out of the wood. *Dash and determination are the essentials to success* and men will move with bayonets fixed.

Don't pursue any enemy who withdraw—shoot them.

Shouting and cheering by support groups during the assault will help to disconcert the enemy and may make him disclose his whereabouts.

v. *Mobile reserves.* Find a good observation post which the senior N.C.O. of the platoon should man. The remainder should be in or near the vehicle and ready to move at an instant's notice. Remember, our men won't come out of the wood until the success signal has been given but make sure the position of all stops is clear.

Kill any enemy who come out of the wood. Act boldly.

Attack the enemy as soon as you can, firing from the vehicle if necessary, but at all costs kill.

vi. *Reverse drive.* A well concealed enemy who is determined to lie doggo may have been passed over by the initial drive. In this case it will be necessary to drive the wood back to complete his destruction.

The platoon commander will know the approximate number of enemy still remaining and on this he must decide whether to drive the wood back or not. *Remember, your job is to destroy ALL the enemy.* A signal must be arranged to show that the wood is being driven back so that stops and mobile reserves may be ready.

5. Entering the wood. The enemy, for their own protection are likely to have weapons covering the edge of the wood. It will, therefore, be necessary to cover the beaters into the wood. *The principle of fire and movement will be observed* and either one of the stops or the support groups must cover the advance of the beaters. The use of 36M. grenades fired from cup dischargers will be useful for this purpose. If it can be brought up without delaying the patrol a Northover firing 36M or S.I.P. grenades will also be useful. Beaters will make full use of cover whilst approaching the wood, but must regain their proper positions before the drive commences. Remember, S.I.P. grenades will form a useful smoke screen, if no other means are available, but will set fire to the wood in dry weather. The latter may not be desirable.

6. Action at rendezvous. When the success signal has been given each party of beaters, stops and mobile reserves will move to the rendezvous under its N.C.O. As each party arrives at the rendezvous it must be organized by the senior N.C.O. present for all-round defence.

Don't wait for the platoon commander to come and do it because he may have been killed.

The unexpected frequently happens and there may be more enemy in the area so watch and be prepared at all times.

Sec. 16. Mobile patrols against airborne troops.

1. General. Certain Home Guards have as part of their operational role the maintenance of mobile patrols to deal with the threat of airborne troops being landed in this country, either as a prelude to or during an invasion. The characteristics of parachute troops have been dealt with in Section 13. Air-landing troops are likely to offer a larger problem and have certain different characteristics.

2. Characteristics of air-landing troops. They may be landed either from troop-carriers or from gliders. A considerable force will usually land in any one area and will be organized to carry out some definite operational role, e.g. attack beach defences in the rear.

Air-landing troops like all airborne troops are very mobile in the air but are only mobile locally on the ground due to lack of transport. Some light tanks and motor cycles may be landed but the enemy will rely mainly on seized transport. Their main equipment is light because of weight restrictions but they will have a proportion of mortars and possibly some infantry guns.

If engaged as they disembark from their aircraft or gliders they are very vulnerable, but once they have landed and organized a direct attack will be too large an undertaking for a Home Guard patrol.

3. Size and organization of patrol. The patrol will consist of up to a battle platoon of three squads under the command of an officer. *More than one patrol may be combined under the command of one officer. Commanders must be energetic, inquisitive and of quick decisive powers.* Men for these patrols should be specially selected for their knowledge of battle drill and battlecraft, knowledge of the district and physical fitness. Medium machine guns and a Northover should be added to the patrol provided that they do not detract from its mobility.

Orders must include details of the route, tactical bounds, rendezvous or debussing point, as well as the speed and density for the move.

4. Transport. These patrols must be fully mobile and may be mounted on bicycles, motor-cycles, with or without side-cars, and motor cars and lorries. Weapons should not be mounted on vehicles for action but *crews must be able and trained to come into ground action as the vehicle halts at the selected spot.*

5. Communications. Communications to battalion headquarters must be arranged NOW from all observation posts, which are or will be manned to report airborne landings. Similarly, a quick method by the company or platoon commander for getting touch and issuing orders to his patrols must be arranged. Once the patrol has left it will rely chiefly upon existing telephone communication unless provided with wireless. Where possible, each patrol should take two carrier pigeons for reporting back when contact with the enemy is gained and no other communication is available.

6. Action of patrol.

i. *Speed into action is of primary importance but each patrol must remain responsible for its own protection whilst moving to the scene.* The following drill will therefore be carried out :—

- (a) *The scout squad, moving in light vehicles, with some motor cyclists if possible, will move in front of the patrol. The two leading vehicles will move in bounds from bend to bend in the road. One vehicle will cover the other round each bend. This will be done by the first vehicle moving on the inside of the bend. As soon as it can see round the bend the second vehicle will move up at speed on the outside of the bend and advance to the next one. This drill with practice can be done so that neither vehicle need ever halt.*
- (b) *The patrol commander and his "O" group, less scout squad commander, will move one bound behind the scout squad.*
- (c) *The remaining vehicles will move with not less than 50 yards between vehicles. Light automatics and medium machine guns, if available, will be equally spaced along the column.*

- (d) Precautions must be taken against possible enemy armoured vehicles. This can be done with 68 grenades and discharger cups.
- (e) If attacked en route all men will leave the vehicles and take up positions with squads facing outwards on alternate sides of the road but NOT on the road.
- (f) Each vehicle will carry a red flag to be waved to notify the vehicle behind of an emergency. *On seeing the red flag, vehicles will halt and men act as in (e) above.*

ii. *Action on contact.* *On contact being reported by the scouts the patrol commander will attack AT ONCE.*

The appropriate battle drills will ensure speed.

It will depend on the ground how near to the enemy vehicles can approach, but they must be left concealed and the drivers will act as vehicle guards. If necessary, a small additional guard should be left. If the enemy are air-landing troops their strength is likely to be beyond that of the patrol. Under these circumstances the patrol will take up fire positions and :—

- (a) Snipe as many of the enemy as possible especially officers.
- (b) Harass the enemy by other means and attempt to pin him to the ground by deceiving him as to the strength of the patrol.
- (c) Send back periodical and detailed information to headquarters.

N.B.—*Quickness in and out of vehicles and the rapid clearing of the road can only be obtained by practice.* Each type of vehicle will require a different drill but these must be worked out.

CHAPTER V.

PATROLLING IN BUILT-UP AREAS.

Sec. 17. General characteristics.

1. Patrolling in a town or village, in the same way as *town fighting*, is not a specialized branch of warfare which has a technique of its own that can only be mastered by specialists. The same fundamental principles of battlecraft, battle discipline and fire and movement apply; only the scene is set in a very close country where routes and fields of fire are restricted. This characteristic increases the difficulty of control. All men must, therefore, show initiative and alertness to avoid being surprised by the enemy. The side which is the better trained and led and which knows the ground the better will win.

Here Home Guard weapons are as good and as useful as any that the enemy can bring against them. *The man who sees his opponent first and is quickest on the "draw" will win.*

2. German tactics of infiltration apply especially to towns. Fighting patrols must often be used to destroy small parties of the enemy who have penetrated the defences and are established in some vital spot.

Other aspects of town fighting will be dealt with in Part IV of this Instruction, here only those directly affecting patrols are dealt with. The main problems are difficulties of reconnaissance and movement and restricted fields of fire. In all these the Home Guard will have the advantage of knowing the ground.

Careful planning, detailed but concise orders and as full information as possible about the enemy are required for success.

Sec. 18. Use of patrols.

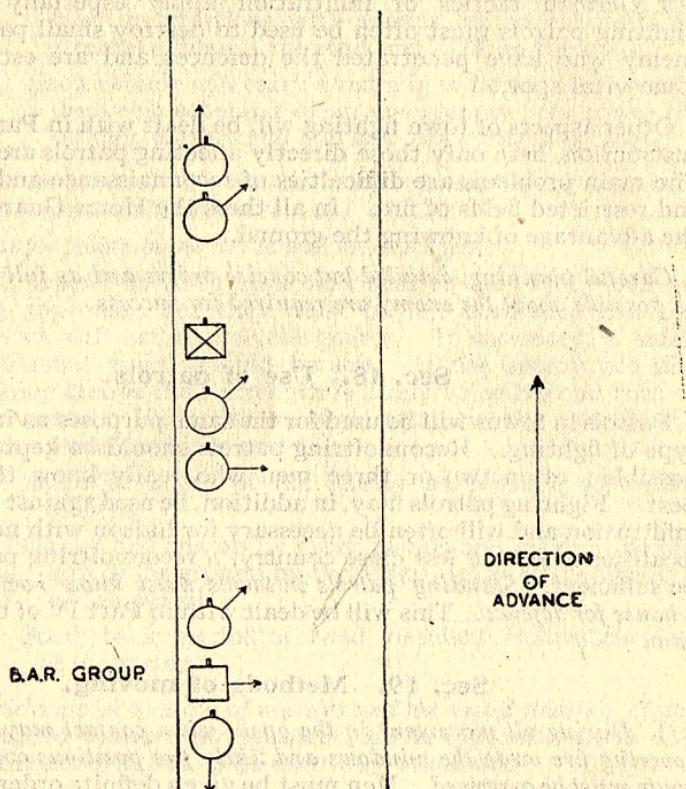
Patrols in towns will be used for the same purposes as in any other type of fighting. Reconnoitring patrols should be kept as small as possible; often two or three men who really know the area are best. Fighting patrols may, in addition, be used against local enemy infiltration and will often be necessary for liaison with neighbouring localities where, in less close country, a reconnoitring patrol would be sufficient. *Standing patrols in towns must know how to organize a house for defence.* This will be dealt with in Part IV of this Instruction.

Sec. 19. Methods of moving.

1. During all movement in the open, when contact may be expected, covering fire on to the windows and likely fire positions overlooking the route must be arranged. Men must be given definite orders as to what each of them is to watch.

Continuous all-round observation is essential. When looking round the corner of a building or door, the head should be as near ground level as possible. A helmet poked round on a rifle may draw enemy fire. Special care and possibly covering fire will be required to cross gaps such as cross-roads which are likely to be under enemy fire. Such gaps are often best crossed in a bunch at top speed. The whole squad is thus across before the enemy can bring accurate fire to bear. The following are the main methods of moving:—

i. *Up the streets.* These offer very little cover and lay the patrol open to enemy sniping. Main streets should be used as killing grounds and not as lines of advance except during the approach to contact when other methods would be too slow and unnecessarily fatiguing. Back alleys and side streets are much better than main thoroughfares.

DIAGRAM 6.**SQUAD MOVING UP A STREET—APPROACH TO CONTACT.****NOTE :—**

- (1) Distances between men should not be less than 5 yards.
- (2) Distances between groups will be about 10-15 yards.
- (3) If men can fire from their left shoulders, move on the right of the road. Move up the side with most cover.

A battle platoon moving by this means will move with squads on alternate sides of the road and at not less than 30 yards interval. Each squad will watch the buildings and alleyways on the opposite side of the street for likely enemy positions. The rear squad will be prepared to cover the two forward squads should they become engaged. Its B.A.R. group must therefore either be in position or ready instantly to take up a position.

Only by sufficient covering fire will squads that become engaged be able to move.

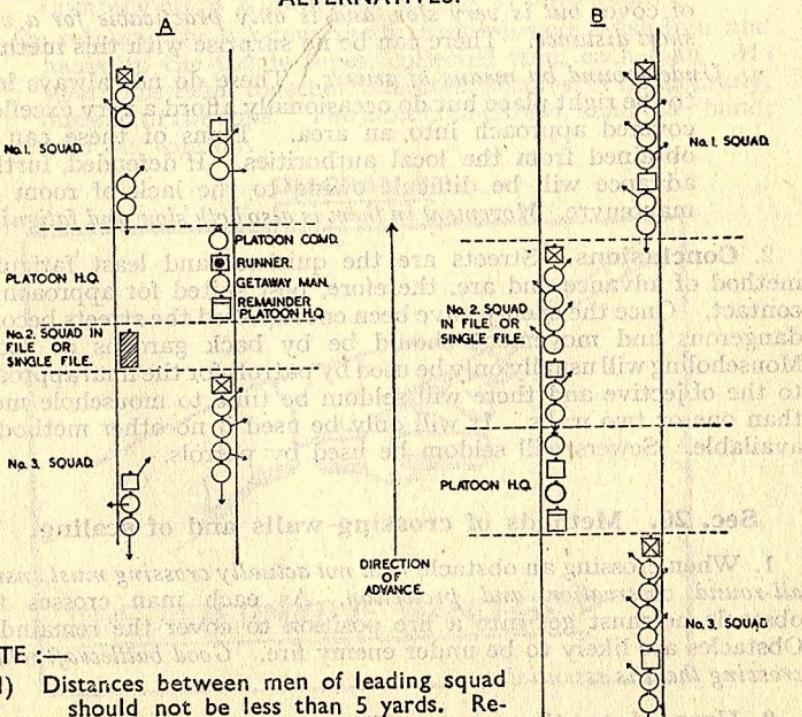
An individual squad, in order to maintain control, should move on one side of the road as far as possible. One or two men may move on the opposite side to give covering fire. The B.A.R. group should move in rear to cover the squad should it become engaged.

ii. *Back gardens.* These offer considerably more cover and therefore increase the chances of surprise. A platoon may move by back gardens on one or both sides of the street.

If moving on one side only, a scout squad should be used and the remaining squads will follow and be prepared either to carry out an attack against any enemy encountered or to cover the further advance of the scout squad.

DIAGRAM 7.

BATTLE PLATOON ON NIGHT PATROL—UP A STREET—TWO ALTERNATIVES.



NOTE :—

- (1) Distances between men of leading squad should not be less than 5 yards. Remainder may be closer.
- (2) Distances between squads will vary with the type of street and opposition likely to be met, but should not be less than 30 yards.

If moving by the back gardens on both sides of the street, one squad will move up each side and the third squad will move in rear on the more covered side and will be prepared to assist either of the forward squads. *Each squad will press on independently of the position reached by the other.*

iii. *Over the roofs.* When this is possible it gives added field of fire and enables entry to be made from the top of the house which is the best. It is, however, slow and only suited to streets composed of long blocks of houses.

Squads will move if possible up different sides of the road, the third squad taking up a suitable covering position.

The disadvantages of this method are as follows :—

Difficulty of access to the roof.

Limited power of manœuvre.

Difficulty of avoiding skylines.

Difficulty of finding secure foot-holds, especially on wet roofs.

iv. *Through walls.* Mouseholing affords the maximum amount of cover but is very slow and is only practicable for a very short distance. There can be no surprise with this method.

v. *Underground by means of sewers.* These do not always lead to the right place but do occasionally afford a very excellent covered approach into an area. Plans of these can be obtained from the local authorities. If defended, further advance will be difficult owing to the lack of room for manœuvre. Movement in them is also both slow and fatiguing.

2. Conclusions. Streets are the quickest and least fatiguing method of advance and are, therefore, best suited for approach to contact. Once the enemy have been encountered the streets become dangerous and movement should be by back gardens or roofs. Mouseholing will usually only be used by patrols for the final approach to the objective and there will seldom be time to mousehole more than one or two walls. It will only be used if no other method is available. Sewers will seldom be used by patrols.

Sec. 20. Methods of crossing walls and of scaling.

1. When crossing an obstacle men not actually crossing must ensure all-round observation and protection. As each man crosses the obstacle he must get into a fire position to cover the remainder. Obstacles are likely to be under enemy fire. Good battlecraft whilst crossing them is essential.

2. **Uses of toggle ropes.** The toggle rope should be about 6 feet in length, having a toggle at one end and a loop at the other, both firmly spliced into the rope. The toggle is a cylindrical piece

of hard wood, six inches in length, and one inch in diameter. The loop should be about four inches inside. The most satisfactory rope is sisal of one and a half inch circumference.

Obstacles which can be overcome with the aid of a toggle rope :—

Vertical surfaces—height depending on the number of toggle ropes available and upon one man being able to reach the top.

Walls.

Gaps between roofs.

Methods of use of toggle ropes.

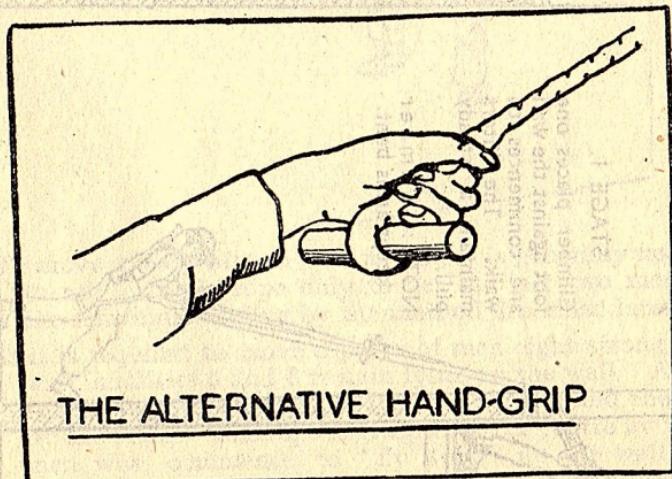
- i. Running along roofs. One man on each side of the ridge, each holding an end of the rope.
- ii. In order to move a body of men from the ground into the window of a house, it is necessary for the most agile man in the party to reach the window by one of the following methods :—

Climbing within reach of the window sill, assisted by two other men, then pulling himself into the window.

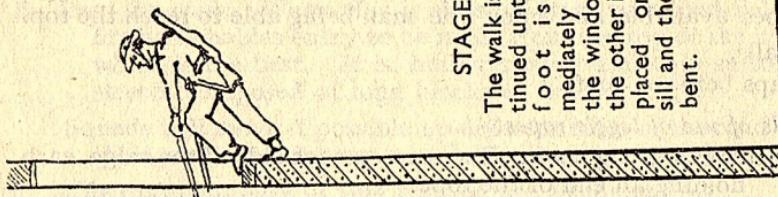
Climbing up by a drain pipe, or similar protrusion.

On reaching the window, the first man lowers a fish line and hauls up the toggle ropes, collected from each man. He then joins them together and either secures, or holds firmly, one end of the rope. The next man climbs, hand over hand, into the window.

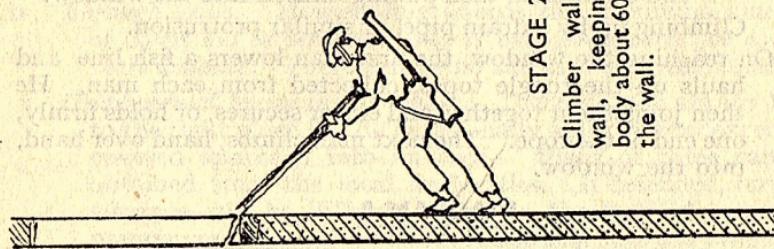
DIAGRAM 8.



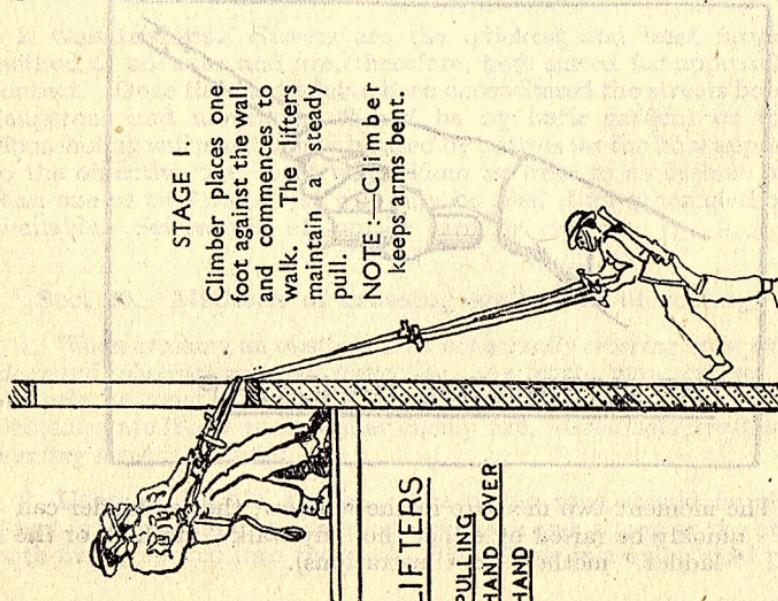
The moment two men are in the window, the remainder can quickly be raised by either the "fly walk" method, or the "ladder" method (see illustrations).

DIAGRAM 9.**THE TOGGLE ROPE.****STAGE 3.**

The walk is continued until one foot is immediately below the window sill, the other is then placed on the sill and the body bent.

**STAGE 2.**

Climber walks up wall, keeping his body about 60° from the wall.

**STAGE 1.**

Climber places one foot against the wall and commences to walk. The lifters maintain a steady pull.

NOTE :—Climber keeps arms bent.

LIFTERS

**PULLING
HAND OVER
HAND**

ENTERING AN UPSTAIRS WINDOW—"FLY WALK."

DIAGRAM 10.
THE TOGGLE ROPE



THE "LADDER" METHOD.

The climber transfers his weight from one leg to the other. The lifters alternately haul in the slack.



- iii. To move a body of men over a wall, it is generally necessary to use a toggle rope only to get the last two men over, the remainder scaling by the method described later.

If it is required to move a party of men eight strong over a wall, numbers 5 and 6 remain lying on the wall. A toggle rope is produced and held, the loop by one and the toggle by the other. The rope is grasped at the centre by the last men who commence to "fly walk" up the wall in the normal way, placing one leg over the wall on approaching the top.

- iv. Small gaps between roofs can be overcome, providing planks are available equivalent in length to the gap and a half.

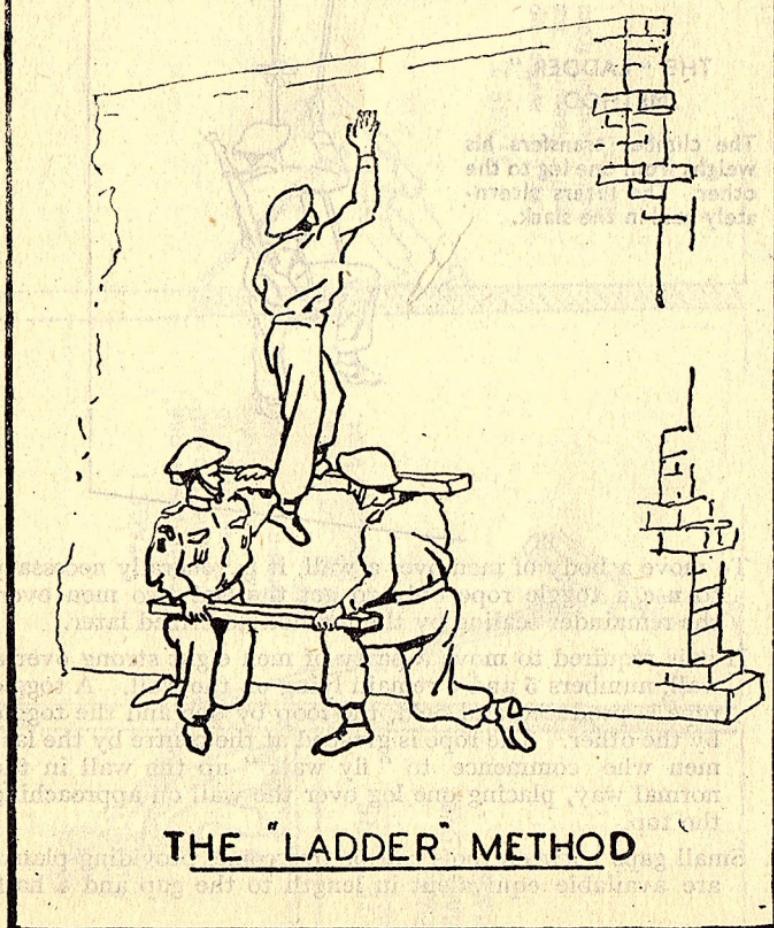
The planks should be prepared as follows :— •

Place them about one foot apart and parallel to each other. Space toggle ropes at intervals of about three feet and join them independently, thereby making loops round the planks. Part the planks until the toggle ropes are tight. Slide the structure across the gap, keeping one plank on either side of the ridge until the other roof is reached. The patrol can now cross using hands and feet.

- v. Many further uses will be found by men with initiative.

DIAGRAM II.

WALL SCALING



3. **Wall scaling.** For walls not higher than about 10 feet 6 inches the following methods can be adopted :—

- i. The first two men stand facing each other and against the wall. These are known as the lifters. The climber stands between these two and facing the wall, raising his heels from the ground and extending his arms up the wall. The lifters then place their hands beneath the climbers heels and commence to lift him up the wall surface, the climber must keep his feet together.
- ii. Using convenient pieces of wood (about 4 ft. long) as rungs of a ladder, the first two men take up their position backs against the wall and kneeling, placing one rung across the knees and the other rung across the shoulders nearest the wall. The climber uses the rungs as a ladder, and, standing on the top rung, can either spring or be lifted as the kneelers stand up, until he is able to reach the top of the wall.

NOTE.—Never sit upright on a wall, always lie along it.

Remember protection on either side of the obstacle.

Number your men according to physique and size.

Drop from a wall by hanging from one arm.

Do not ill-treat your weapons.

• 4. **Mouseholing.** There is little if any surprise in mouseholing, but if properly carried out, the enemy can be deceived as to the exact spot where the hole will appear. Mouseholing is a slow and noisy method but the safest means of getting at the enemy. In attack the mouseholing may be from room to room or through the party wall from house to house. The attacker will make a small hole either with a pick or a crowbar in the party wall and throw in a 36M. grenade. The hole may then be enlarged sufficiently for men to crawl through. It is important that the hole is made as near the base of the wall as possible. This will prevent the enemy firing their automatic rifles through the gap except from the lying position. The man using the pick or crowbar should strike the wall at a number of points before knocking in the brick. At the same time the man waiting with a 36M. grenade should also tap the wall. This will deceive the enemy as to where the mousehole is to be made. When using the pick on brickwork remember *always to strike stretcher bricks and not header bricks.*

In defence mouseholes may be used for communications. They will then usually be concealed by cupboards or some other cover. *Look out for and be prepared to use enemy mouseholes.*

5. **Ceiling-holing.** Ceiling-holing is a method of moving from floor to floor and consists of blowing a hole in the ceiling of one room into the floor of the room above. It can be done as follows :—

- i. A 36M. grenade placed between the angle of the joists and the floor boards above will in a small house blow a hole suffi-

ciently large for men to climb through to the room above. The first man going through the ceiling hole should precede his entry by a 69 or 36M. grenade. This man will be either lifted through the hole as in scaling a wall or by making use of available furniture.

- ii. Should the house be of more substantial construction, a 74 grenade placed between the angle of the joists and the floor boards above will result in a large proportion of the floor boards being removed and a clear view of the room above obtained. It will then be possible to get a footing on the first floor covered by the remainder of the clearing group.

Sec. 21. Special equipment.

1. Weapons. Close range weapons which are easy to carry are best suited to patrols in towns. *As many Stens and sawn-off shot guns as possible should be carried.* Light automatics are useful by day, but their value is limited by night.

Smoke grenades or other means of generating smoke may be used to blind enemy positions or distract attention from the main attack.

Grenades are invaluable and as many as possible should be carried. The following are their main uses :—

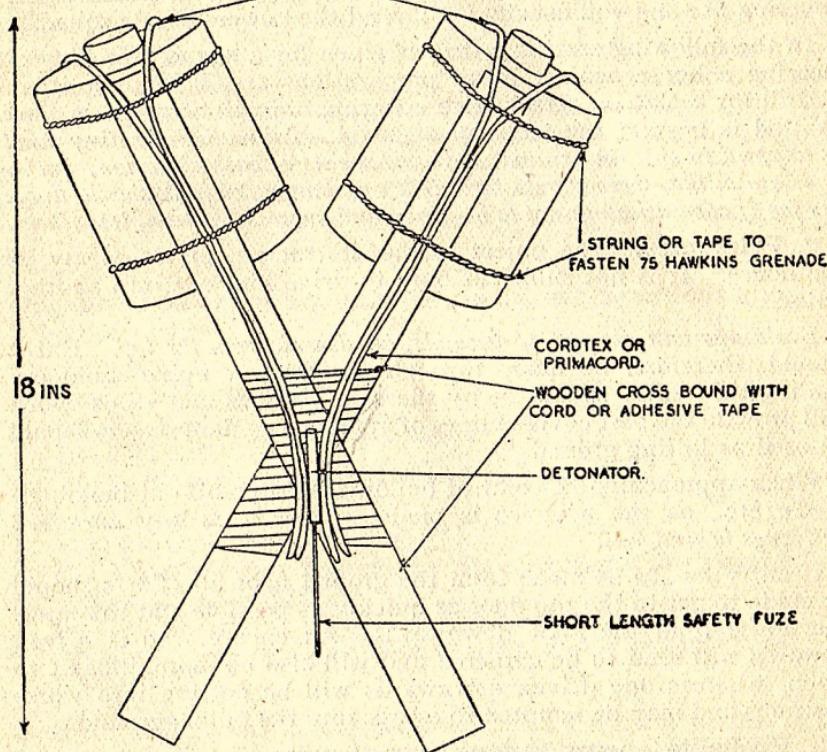
- i. 36M. grenade—clearing a room and for ceiling-holing.
- ii. 69 grenade—for clearing a room—for bursting open light barricades.
- iii. 74 (S.T.) grenade—for bursting strong barricades and for ceiling-holing.
- iv. 68 grenade—for bursting open barricaded doors or windows as well as for dealing with enemy strong points and armoured vehicles.
- v. 76 (S.I.P.) grenade—for burning or smoking enemy out of a house.
- vi. Hawkins 75—for mouseholing or ceiling-holing. These will require modification and use of safety fuze for this purpose (*see Diagram 12*).

2. Equipment. Rubber or rope-soled shoes or hessian covers made in accordance with Appendix A should be worn to facilitate quiet movement and to assist in wall scaling and movement across roofs. The following will also be taken when possible, many of them can be provided locally :—

- i. Crowbar, pick or jemmies for mouseholing and removing obstructions.

DIAGRAM 12.

No. 75 (HAWKINS) GRENADES AS USED FOR MOUSEHOLING
 CORDTEX OR PRIMACORD INSERTED IN IGNITER SLEEVES OF GRENADE



- ii. Knives and small axe.
- iii. Home made periscopes—*see Appendix B* for an easy and cheap method of construction.
- iv. A torch or candle to enable a message to be written in the dark.
- v. Catapult for throwing a message contained in a cartridge case across an open gap which cannot otherwise be crossed.
- vi. A fish line for use in conjunction with toggle ropes, of which each man should carry one.
- vii. Some 4 inch nails for hasty barricading of a house if necessary, or for the quick construction of a small ladder from available timber.

Sec. 22. Searching and clearing a house.

1. General. A squad is sufficient to search or clear an ordinary sized house if the enemy are a few and have not had long to prepare. Such are the advantages of concealment and surprise to the defence that an attack upon a prepared building will require considerable covering fire and will usually be beyond the powers of one squad.

In the following section a drill is given for a squad searching or clearing a house against hasty preparations and light opposition. A drill for a platoon attack with covering fire will be given in Part IV and is beyond the scope of a patrol. *Like all drills they must be adapted to suit the individual requirements of each situation, but it is essential that there should be a drill and that every man should know his job if casualties are not to be heavy and success rendered less likely.*

2. Principles. The object is the destruction of all enemy in the house. It is not sufficient only to drive him out into another house.

Buildings will always, if possible, be cleared from the top. Entry should, therefore, be made through the roof or upper windows. Failing this, entry should be by the back gardens and yards which will provide the best covered lines of approach. Main streets should be used as killing grounds.

When approaching the rear of buildings, search all out-buildings, sheds, etc., as the advance is made. *Never leave any uncleared buildings behind you.*

If entry has to be made from the ground floor all efforts should be made to get to the top floor as quickly as possible and to search the house from the attic downwards. An enemy who is driven upwards will tend to be cornered and will also be more difficult to reach, whereas one driven downwards will be getting into worse positions and may be tempted to escape into the killing ground.

3. Probable enemy defensive measures. It is a common German practice to defend the ground floor of a house strongly, retreating to the top storey once an entry has been forced. *A careful method of approach to the ground floor is therefore essential.*

Wire netting is often put over windows to throw back grenades. This should be carefully looked for.

Doors will probably be locked or barricaded. If this occurs, entry must be made through a window or by blowing a hole in a wall.

Stairs will almost certainly be obstructed and covered by fire.

In a defended room the enemy may erect a corner barricade. This can easily be improvised with furniture, loose earth, etc., and it will be grenade proof. *Do not therefore jump to the conclusion that because your grenade has burst in a room all the enemy in that room have been killed. Look out for these barricades and have another grenade ready to throw behind them.*

The enemy sites his machine guns and rifles well back from windows or holes in walls. *Top speed entry into the room is most necessary.*

Sec. 23. Battle drill for a squad searching a house.

1. General. A squad may have to search a series of houses. A quick method is therefore essential.

The squad will be prepared to destroy any enemy they encounter but if opposition is too strong they will make every endeavour to contain the enemy and will send back for reinforcements. The main street should be used as the killing ground and the B.A.R. group may be able to cover the exits from several houses without moving. A squad searching a street will do one side at a time and must not enter the killing ground before signalling to the B.A.R. group.

2. Organization of the squad. The squad will be divided into two groups as follows :—

i. *B.A.R. group.*

2 i/c squad—in command.

No. 1 B.A.R. }—man the weapon.

No. 2 B.A.R. }

No. 2 rifleman—protection of B.A.R. group.

ii. *Clearing group.*

Squad commander.

No. 1 bomber with shotgun or Sten—personal bodyguard to squad commander.

No. 1 rifleman—to act as lock side doorman.

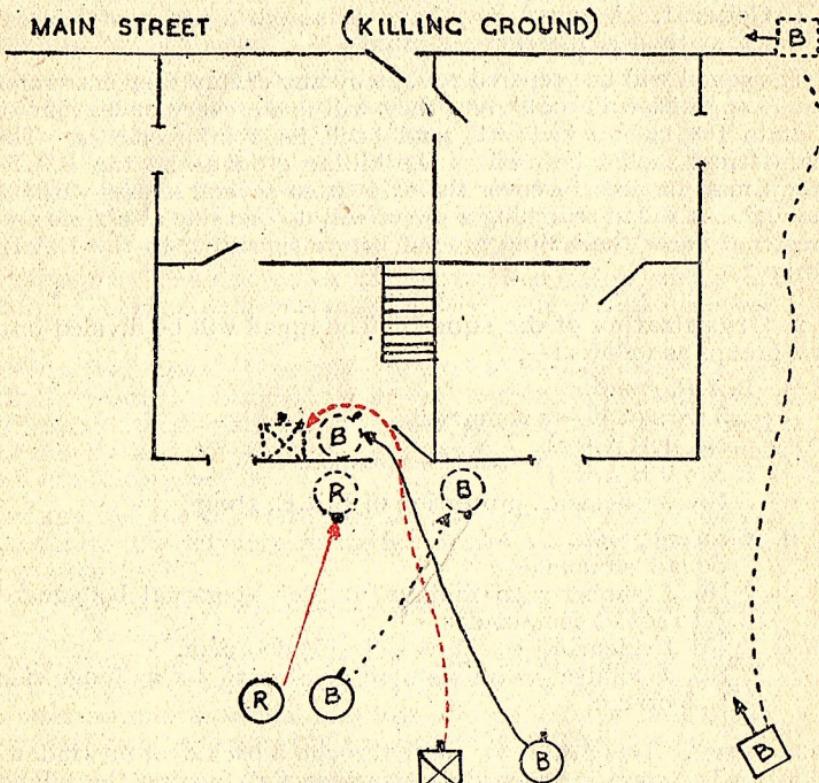
No. 2 bomber—with shotgun or Sten to act as hinge side doorman.

3. Entry. This drill is for entry through a back door or window. The B.A.R. group is primarily responsible for covering the killing ground and destroying any enemy attempting to escape. If the approach to the house is very open it may have to cover the clearing group into the house but should then move to a position from which it can cover the killing ground.

The squad commander and No. 1 bomber will cover the approach of the two doormen to the house. No. 1 rifleman will always go to the lock side of the door and No. 2 bomber to the hinge side.

They will approach the door, using all available cover and keeping well below any ground floor windows. On arrival at the point of entry they will place themselves with their backs to the wall.

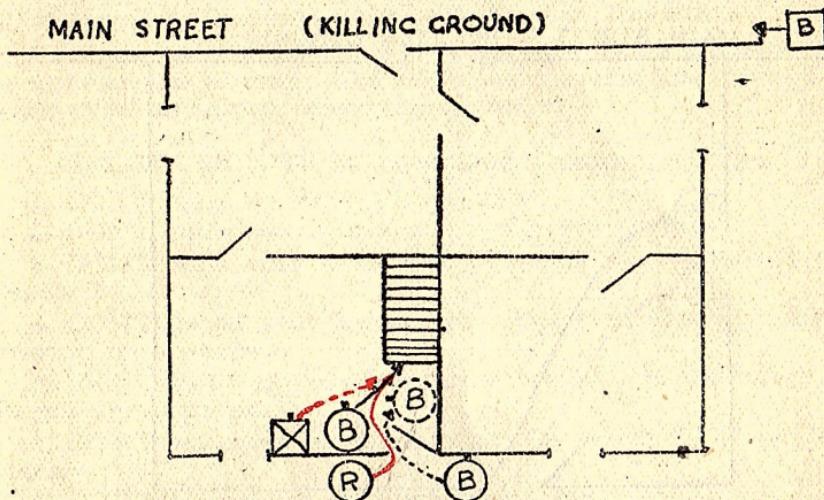
No. 1 rifleman will then burst open the door. If the door is locked he will shoot away the lock. No. 2 bomber will be prepared to throw in a grenade if it appears that the enemy is covering the door. Should it not be possible to force the door the point of entry will be changed to the most convenient window.

DIAGRAM 13.**BATTLE PLATOON—SEARCHING A HOUSE.****PHASE I.****NOTE :—**

- (1) B.A.R. group may cover approach and then move to cover killing ground.
- (2) Doormen approach house.
- (3) Squad comd. and No. 1 bomber enter.

Immediately the door is opened and the bomb, if one is thrown, has burst, the squad commander followed closely by No. 1 bomber will dash into the room or passage at top speed and get their backs against a wall. The squad commander will shoot any enemy in the room and No. 1 bomber will be prepared to throw grenades as ordered by the squad commander.

When these two have cleared the room or hall the squad commander will call in the two doormen.

DIAGRAM 14.**BATTLE PLATOON—SEARCHING A HOUSE.****PHASE 2.****NOTE :—**

- (1) Squad comd. and No. 1 bomber have cleared room.
- (2) No. 1 rifleman enters and tries stairs, followed by No. 1 bomber and squad comd.
- (3) No. 2 bomber moves to cover foot of stairs.

4. The move to the top of the house. Having gained an entry there are two methods of getting to the top of the building :—

- i. If the stairs are not blocked these afford the quickest method. No. 1 bomber followed by No. 1 rifleman and squad commander, in that order, will dash straight to the top. No. 1 bomber will be prepared to shoot or bomb any enemy encountered.
- ii. By ceiling-holing. Either a 36M. or a 74 (S.T.) grenade can be used as described in Section 20. para. 5.

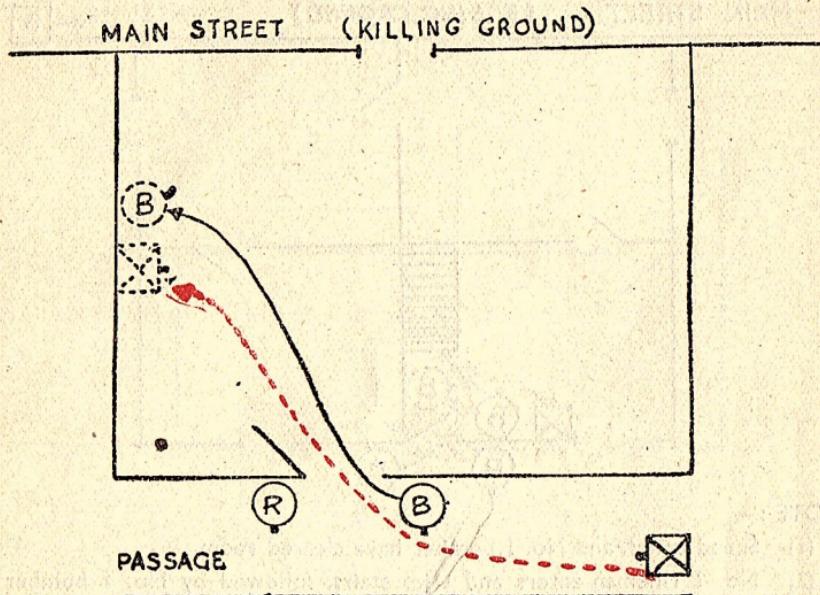
No. 1 bomber will be first through the hole and will precede his entry with a 69 or 36M. grenade if the room above appears to be occupied. The others will follow in the same order as (i) above. This process will be repeated until the attic is reached, one room only being cleared on each floor.

No. 2 bomber will remain downstairs to cover the foot of the stairs and cellar-head, if any, and to watch for signals from other squads or from platoon headquarters if these are co-operating.

DIAGRAM 15.

BATTLE PLATOON—SEARCHING A HOUSE.

PHASE 3.



NOTE :—

- (1) No. 1 bomber and squad comd. clear upstairs room.
- (2) No. 2 bomber is still downstairs.
- (3) B.A.R. group covers killing ground.
- (4) No. 1 rifleman remains in the passage while each room is cleared.

5. Searching the house. Having reached the attic, the roof will first be searched, then every room on each floor in turn. Entry will be through the door with No. 1 rifleman and No. 1 bomber acting as doormen. No. 1 bomber will still follow immediately behind the squad commander when the latter enters.

Movement from floor to floor will again either be down the stairs or through the original ceiling-hole.

Don't presume the room to be empty because you came up through it. The enemy may have moved.

6. Success signal. As each house is cleared a handkerchief waved from a window or other pre-arranged signal must be made to the B.A.R. group. *Nobody should enter the killing ground until all houses looking upon it have been cleared.*

7. Strong opposition. If the enemy dispositions cannot be overcome by this drill the squad must either smoke the enemy out by burning the house or must contain him and send for reinforcements.

A squad must not give up its efforts to clear the house until every possible method of reaching the top of the house has been tried.

Burning a house will not always be advisable, but if it is, a S.I.P. grenade should be used. The whole squad should then cover the exits to kill any enemy attempting to escape.

Sec. 24. DON'TS for patrols in a town or village.

1. DON'T move up the middle of streets.
2. DON'T loiter below windows or in downstair rooms.
3. DON'T walk upright in front of ground floor windows or loopholes.
4. DON'T forget your battlecraft. It is even more necessary than in open country.
5. DON'T leave any cover or house behind you unsearched if enemy are suspected.
6. DON'T search the ground for obstacles, search the houses for enemy.
7. DON'T only search obvious places. The enemy isn't a fool.
8. DON'T enter the killing ground without warning the B.A.R. group.
9. DON'T delay. Patrolling in a town is slow work anyway and time is precious.
10. DON'T throw your weapons about. They must shoot straight when you meet the enemy and they won't if you have mishandled them.
11. DON'T waste grenades. You may not have any left when they are most needed. Half a brick thrown into a room will make the enemy duck and give you that vital moment to move.
12. DON'T forget your weapon training. It is part of battlecraft. Only by constant practice will you avoid making these mistakes.

Sec. 25. Parade ground drill for squad clearing a house.

The following parade ground drill can be done on a skeleton layout of the ground floor of a house. This can be marked out, out of doors by bricks, or indoors with chalk on the floor. *The stairs must be represented.*

Attention is drawn to Sec. 12, para. 1 (iv) of Part II of this Instruction for instructions on the use of such drills. As soon as the principles of this drill have been learnt the squad should be practised in a house. Take the drill in slow time until each man knows what he has to do.

PARADE GROUND DRILL FOR SQUAD CLEARING A HOUSE.

Serial No.	Word of command given by	Word of command.	Detail—action by squad.	Remarks—what the movement represents.
1	Instructor.	As for battle drill—number.	The squad is in line facing the skeleton layout. Squad commander on right, rifle group in centre and B.A.R. group on left. Each man comes to attention in turn, calls out his number and duty for house clearing and stands at ease.	The squad would be under cover facing the back door of the house. They check over to see that all is ready for the job.
2	Squad commander.		We will search that house. Entry by back door. B.A.R. over there. Success signal waved hand-kerschief. Any questions. Move.	Each man will come to attention, ask any question or say "No," and stand at ease.
3	Second-in-command squad.		B.A.R. group—follow me.	B.A.R. group taking up cut-off position.

4	Second-in-command squad.	B.A.R. group—halt.	B.A.R. group halts and stands at ease. No. 2 rifleman faces away from house and stands at ease.	Represents B.A.R. group in position protected by No. 2 rifleman.
5	Squad commander.	Doormen.	Squad commander and No. 1 bomber come to attention. No. 1 rifleman and No. 2 bomber advance to the door, No. 1 rifleman to the lock, No. 2 bomber to the hinge side. On arrival they will turn about and stand at ease. No. 1 rifleman will come to attention.	Covering fire for doormen.
6	Instructor. or 6A Instructor.	Enemy. No Enemy	No. 2 bomber will come to attention, shout "Bomb" and stand at ease. No. 2 bomber will signal forward squad commander.	Represents throwing of a grenade to clear enemy in first room. No enemy in first room therefore no grenade thrown.
7	Squad commander.	Advance.	Squad commander and No. 1 bomber double into the first room and halt with backs to the wall at attention.	Represents their entry and clearing of first room. No. 1 bomber is ready to bomb if ordered.

Serial No.	Word of command given by	Word of command.	Detail—action by squad.	Remarks—what the movement represents.
8	Squad commander.	Doormen.	Squad commander and No. 1 bomber stand at ease. No. 1 rifleman and No. 2 bomber enter in that order and halt with backs to the wall and stand at ease.	Represents the first room is cleared and the squad ready to make their way to the ceiling.
9	Squad commander. or 9A	Stairs. Ceiling—there.	No. 1 bomber, followed by No. 1 rifleman and squad commander will come to attention and advance up the stairs. No. 2 bomber will come on guard facing the stairs.	Represents the rushing of the stairs by the clearing group less No. 2 bomber. No. 2 bomber remains on guard covering the foot of the stairs.
			No. 1 bomber will come to attention and move to a corner of the room. Remainder will come to attention and leave the room. When remainder are clear No. 1 bomber will double from room and shout "Bomb."	This represents ceiling-holing and the bursting of the grenade. The room must be empty when bomb bursts.
			No. 1 bomber, followed by No. 1 rifleman and squad commander, will then re-enter and stand at ease in the corner indicated by squad commander. No. 2 bomber will enter and come on guard covering the room.	Represents the advance of the squad by means of the ceiling-hole.

10	Instructor.	Attic.	No. 2 bomber will come to attention and leave the model.	Represents his being left on the ground floor.
11	Squad commander.	That room.	Squad commander will indicate a room. No. 1 rifleman and No. 1 bomber will move to lock and hinge side respectively, stand at ease, backs to the wall. No. 1 rifleman will come to attention.	Represents the selection and first move to clear the next room.
12	Instructor. or 12A Instructor.	Enemy.	No. 1 bomber comes to attention and shouts "Bomb," and stands at ease.	Represents throwing a grenade at suspected enemy in the room.
		No Enemy.	No. 1 bomber signals squad commander forward. When No. 1 bomber stands at ease or signals, squad commander advances into room and stands at attention, back to a wall. No. 1 bomber follows and does likewise.	Represents the entry of squad commander and No. 1 bomber and clearing of the room.
13	Squad commander.	Clear.	No. 1 bomber and squad commander leave the room in that order, halt and stand at ease outside.	The clearing group is now ready to move to the next room.

Serial No.	Word of command given by	Word of command	Detail—action by squad.	Remarks—what the movement represents.
14 Instructor.	Successful.	Squad commander waves a handkerchief from the window.		Represents success signal, i.e., all rooms cleared.
15 Squad commander.	Follow me.	Clearing group follow squad commander and rejoin No. 2 bomber.		Represents clearing group moving to next house.

SPACE FOR AMENDMENTS.

15 Instructor.	Success	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION
15 Instructor.	Failure	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION
15 Instructor.	Failure	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION
15 Instructor.	Failure	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION	REMARKS REASON OR EXPLANATION

APPENDIX A.

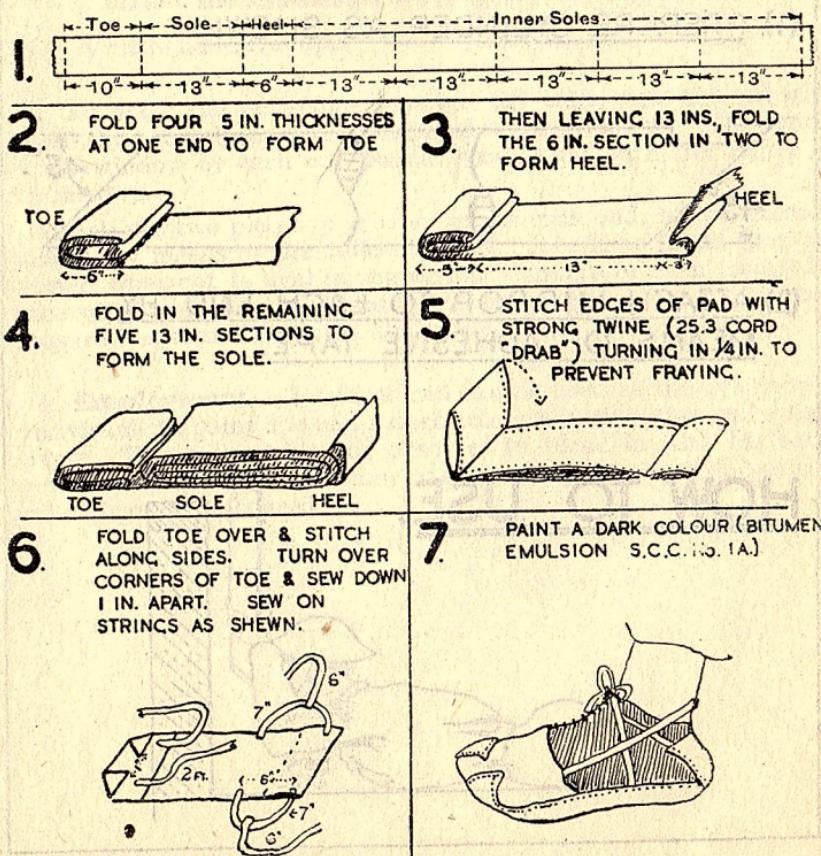
HESSIAN FOOTPADS.

Hessian footpads which will deaden noise and facilitate wall scaling with toggle ropes can be constructed as follows:—

1. Materials. The material used is camouflage material or any other suitable material. In order not to place an undue strain on supplies production must be limited to equip only those members of squads with a mobile role who have not rubber soled shoes.

2. Method. Cut a strip of hessian (10 ozs.), 8 ft. 8½ ins. × 8 ins. This allows for ¼-inch turn in all round.

DIAGRAM 16.



APPENDIX B.

THE HOME MADE PERISCOPE.

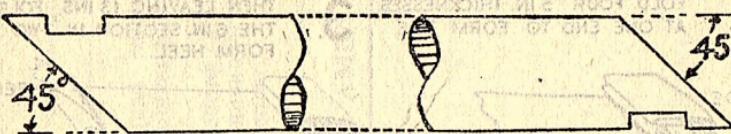
1. There will be many occasions when a patrol moving in a town or village will require to observe round or over cover, such as a wall, etc.

DIAGRAM 17.

IMPROVISED PERISCOPE

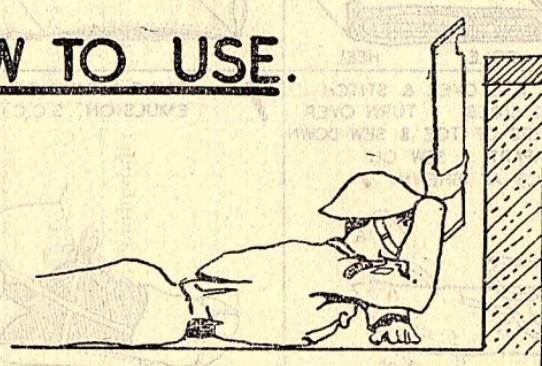
HOW TO MAKE.

(1). PREPARE CYLINDER AS SHewn.



(2). ATTACH MIRROR TO EACH END BY MEANS OF ADHESIVE TAPE.

HOW TO USE.



roof or window. Should this occasion arise, it would be foolish in many cases to observe in the normal way.

With the aid of a periscope, blackened at one end and painted in a light colour at the other end, the observer can remain unseen. He must first consider his background, and decide upon which end of the periscope to reveal.

2. Construction. The materials required for the construction of a simple periscope are :—

- i. A cardboard tube or cylinder, such as the tube containing No. 69 grenades. The length should be greater than 10 inches.
- ii. Two pieces of mirror or broken looking glass. The shape is not important, as will be seen later, but should be approximately the dimensions of the diameter of the tube.
- iii. A roll of adhesive tape.

3. To make the periscope, first cut the tube with the aid of a tenon saw or hack saw, as illustrated in the diagram. The centre of the window at each end should correspond with the centre of the mirror.

Attach the two pieces of mirror, one at each end, to the slanting surface, by means of the adhesive tape. It will be found that the surface, when cut, is oval in shape, but a square or even triangular piece of mirror can be affixed quite easily, providing it does not measure less than the inside dimension of the tube.

4. Employment. As either end can be used as the eyepiece, it is advisable to paint one end a dark colour and the other end a light colour. This will enable the observer to blend in with his background. On all occasions, move the periscope slowly into position and endeavour to conceal it.

NOTES

NOTES





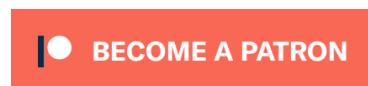
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